

ADVENTURE INTERNATIONAL

*P*resents

GALACTIC EMPIRE FOR ATARI 400/800

By Douglas G. Carlston

(Conversion to the Atari by David H. Simmons)

As commander of Galacticas' Imperial Forces, your mission is to conquer and hold the 20 inhabited worlds of the central galactic system. Aboard the fleet flagship Orion you are ably assisted by your senior officers and the ship's onboard computer. Computer Central contains star maps of the galaxy and a planetary directory. It also keeps track of all scout ships on missions and on the status of work orders for new star ships at your shipyards around the galaxy. Lieutenant Starbuck is your officer charged with responsibility for all scouting missions. Lieutenant Bayliss is the staff officer responsible for planetside activities. His duties range from enlisting new troops to collecting taxes to contracting for new ships for your fleet. Your navigator is Sergeant Kirman, and you also have aboard a medical doctor, Doctor Henderson, who is an expert in suspended animation techniques.

This is important, for one immutable scientific fact stands between you and the empire you wish to carve out — no one yet has discovered the secret to faster-than-light travel. Even the tiny central galactic system is sixty-odd light years wide. Logistics have always been an important facet to any military campaign, and that has not changed. Careful planning is essential if you are to keep your fleet replenished as it moves throughout the galaxy.

Because cryogenics and high speed travel stretch the average life span, you will have 1000 years to complete your mission. Except during periods of travel or hibernation, you will actually have about 4 minutes for each year of your command.

The ship and the men you control are a potentially deadly fighting force. Commanding all of the day to day activities aboard ship is a complicated task, however, and so the following ship's manual may give you some initial guidance.

Good luck, Commander. May the stars along shine upon your head.

To load on a 32K Atri 400 or 800, type "CLOAD". Duplicate program is recorded on reverse side. For disk users (requires 40K) after loading type SAVE"D:EMPIRE.BAS".

A. If the tape does not seem to load, try repeating the whole procedure using the other side of the tape. You may also try cleaning the head of the tape player using a Q-tip and standard rubbing alcohol.

B. If you get a BOOT ERROR or return to the MEMO PAD within a minute or so of loading, then try positioning the tape (using a regular cassette player). Play the tape until you hear the first long tone, then put the tape into the Atari cassette player and repeat the whole procedure.

Ships Manual

1. THE COMMAND CONSOLE

- A) Viewpoint — permits visual orientation in space, and displays planet currently orbiting.
- B) Calendar — in upper right hand of console, displays current Startdate and command mode.
- C) CRT — in left hand portion of screen, displays messages from Computer Central and your officers.

D Resource Chart — directly below calendar, displays the number of fighters, transports (loaded and unloaded), and scouts with the fleet, as well as Comptrollers funds (in megacredits) to be used for ship construction.

E) Command Controls:

Attack (see below)
Computer (see below)
Embark (see below)
Orders (see below)
Quit — to end (with option to save) game. see below

And one non-visible command

Rescind, retreat, return — to return to command mode, or from sub-mode (such as the galaxy map) to a main mode.

Note: The (RETURN) key does not have to be pressed, just the command letter.

2. CONTROLS

A) Attack — If **A** is pressed while orbiting a hostile world, this signal will cause the fleet to attack. When attacking worlds with a technology level of sophisticated or higher it will be necessary to establish space supremacy before landing the troop transports. Computer Central will display (at the bottom of your viewscreen) both sides' losses, your remaining fighters (or transports after you have eliminated any resistance in space), along with its assessment (based purely upon a non-dynamic view of the battle) of the probability of the fleets success. This display is updated after every fire round. You may break off the attack at any time by pressing **R** (**Retreat**).

(Beware: You may lose up to 18 ships in one fire round, and if you lose all of your fighters the Flagship itself will be attacked! Once space supremacy has been established, the planet must be secured by your land forces. Strength of the opposition in space depends largely upon its technological sophistication; on the ground, upon the size of the population. One final warning — if you inadvertently call for an attack on an Empire planet, you will lose half your forces before the mess can be straightened out.)

B) Computer — When activated, Computer Central will offer a choice of the following options:

- A) Galaxy map
- B) Planetary directory
- C) Status reports
- D) System to system range finder

the purpose and function of each is as follows:

A) Galaxy map:

This option will cause Computer Central to display a model of our region of the galaxy, with Galactica appearing as a white dot, stars within ten light years of Galactica appearing as red dots, and stars farther away appearing as blue dots a blinking cursor appears near the center of the map. There are 2 ways to identify a star system. First, if you know the name of the system, type in the first letter of that name. The full name and coordinates of the system will be displayed at the bottom of the screen, and the appropriate star on the map will flash repeatedly. A second method is to use the arrow keys to direct the blinking cursor. Whenever you bring the cursor in contact with a star, the name and coordinates will appear, and it will flash repeatedly. To exit the Galaxy map, press **R**.

B) Planetary Directory:

Computer Central will first display a list of the 20 inhabited systems, divided into Empire and Independent groupings. Press any key (except **R**) to continue. Computer Central will then provide, on request, all information in its files concerning any system. Note, however, that detailed information is available only about Galactica in the beginning. Until a scout has visited a system and returned or until the fleet has travelled to a system, no detailed information will be available about that system. Independent systems which have been visited by scouts or the fleet are indicated on the directory by a ★ before the system name (I.E. ★ Bok instead of Bok.). Complete information is available on all Empire and Garri-soned systems. To exit the planetary directory, press **R**.

C) Status Reports:

The first page of the report lists all scouts which have not returned, the planet they will return to, and on what Stardate they will arrive at that planet. Press any key to turn the page. Computer Central will list all future ship construction, with destination of ships and arrival Stardate. Press any key to return to Computer mode.

D) System to System range finder:

To use range finder, press the initial of the first system. Computer central will print the full name at the bottom of the CRT and ask for the name of the second system. Press the initial of the second system. Computer Central will print the full name of the second system, the coordinates of both,

and the distance between the systems. Repeat as many times as desired; press **R** in response to either question to exit range finder.

C) Embark

Upon receipt of this order (provided you have supplied your navigator with a destination), the fleet will leave for the selected destination.

D) Orders

This command is used to call one of your officers to the bridge.

3. THE OFFICERS:

A) Lieutenant Starbuck — If scout ships are available, he will send one to scout any system you select (press **R** in answer to the question "Which system should I scout" if you decide not to scout any systems.). Computer Central will notify you when a scout has returned, but you will have to call up the planetary directory to study the information that the scout brought back.

B) Lieutenant Bayliss — The lieutenant is responsible for the following:

1) Ship construction: Computer Central will give you the local prices for construction of fighters, transports, and scouts. Most planets that can build ships (it requires a technology level of sophisticated or higher) can only build 5 ships a year — even a small scout is a major piece of engineering. Computer Central will display the maximum number of ships that the planet can build per year, and ask the number of years that you would like to order ships for. Orders can be placed for construction as far in the future as desired, although all orders must be paid for when you order. NOTE: When answering Computer Centrals' questions of "Build ships for how many years?" and "Build how many fighters (transports, scouts) each year?", type the desired number, and then press the (RETURN) key. These (and your answer to the "Fill how many transports?" and "How many years of suspended animation" questions) are the ONLY times you need to press the (RETURN) key. After telling Computer Central how many of each type of ship you want, you will be asked where to send the ships completed on each year. Type the first letter of the system you want the ships to be sent to. Upon completion, each shipment will be sent to the system you have selected. Note that it will take as long for the ships to **reach** that system as it would the fleet.

NOTE: If you decide not to order any ships, type 0 (RETURN) in answer to the question "Build ships for how many years?".

Warning: If the fleet does not reach the star system where a shipment (or a scout) is waiting within 5 years of the shipments arrival, that shipment will run out of rations and fuel and be lost. This is why advance planning of the fleets movements is of vital importance!

2) Enlistments: Computer Central will display all relevant data, including the maximum number of transports that you can fill (assuming you have the empty transports). This is 2% of the population for Empire worlds, 1% of the population of Garrisoned worlds (conquered less than ten years ago) and 10% of the population of Sparta. Each transport holds 100,000 soldiers. NOTE: You can only recruit **once** per visit to a system. If you change your mind, type 0 (RETURN) in response to the question "Fill how many transports?", you will then be able to recruit at a later time.

3) Taxation: Taxes are assessed at the rate of one (mega) credit per million people, up to a maximum of 4000 credits. They may be assessed only once per visit to a system. It is best to do this near the end of a visit to a system in order to maximize revenues, since populations are not static. It is also a good idea to assess taxes before doing and enlisting.

To return from the Lt. Bayless to the Order mode, type **R** in response to the question "What do you want me to do".

C) Navigator Kirman — Type the first letter of the system you would like

to have him lay in a course for (or **R** to return to the ORDER mode) and Computer Central will display the distance (and thus duration) between systems. You may change your mind as to destination at any time prior to embarkation merely by giving the Navigator new orders.

- D) Dr. Henderson — The cryogenics specialist will take and execute your suspended animation order so swiftly and smoothly that you won't even notice the years rolling by until Computer Central wakes you.

Warning: Scouts and other vessels cannot join up with the fleet while it is in suspended animation, so it is a good idea to come out of deep freeze at least every 5 years during any period you are expecting scouts or new vessels to show up.

4. STRATEGY & TACTICS

Galactica is not the largest or most powerful system in her galaxy, and it is well to remember that. She is not even the most militaristic — that honor would certainly go to Sparta. Success, therefore, depends upon picking one's targets carefully and not squandering one's strength in contests where you are overmatched. Once you have 3 or 4 technologically advanced worlds building ships for you, your strength will grow rapidly.

REMEMBER:

Primitive and technologically limited worlds are useful to raise money and manpower; **but** Sophisticated worlds are the only ones that can build the transports that can move your armies.

Remember also that time is important. Populations are not static; they increase as time goes on, which means that their armies increase in size as well. If you start too slowly, you may never accumulate enough strength to conquer some of the heavily populated worlds. **HINT** — Have your transports filled before you attempt your first attack!

5. SAVING & LOADING GAMES IN PROGRESS

1) Saving a game in progress: While you are in the command mode, press **Q** (quit). The computer will display your current score, then ask if you want to save the game. Type **Y**. The computer will then ask you to "Press (RET) to save on cassette, or 1-8 char. filename for disk".

To save on cassette, ready a blank tape in your recorder, press the (RETURN) key. The computer will ask you to press the PLAY and RECORD keys, then press return. **NOTE:** It is a good idea to use a separate data tape for this, and to write down the starting and ending numbers off of your tape counter.

To save on disk, enter a 1 to 8 character name for the game data. The name must contain **only** capital letters and numbers, with no spaces between characters. **GAME001** and **02EMPIRE** are both valid names, but **GAME 1**, **Game 2**, and **Data /3** are **NOT**. The computer will automatically add an extension of **.EMP** to your name to avoid confusion with other programs on the disk. If an error occurs, the error number will be displayed and you will be asked for another name.

Once you have saved your game, the computer will give you the option of continuing your game. If you don't want to, type **N**. The computer will ask if you want to start a new game. Again, if you don't want to, type **N**.

If you type **N** in response to the "Do you want to save game?" question, it will ask if you want to continue, then if you want to start a new game.

2) Loading a game from cassette/disk: The first question you are asked after typing **RUN** is if you would like to start a new game or load saved game from cassette/disk. Respond by typing **2**. You will be asked to either type (RETURN) for cassette or a 1 to 8 character filename for disk.

Loading from cassette: Respond to the question by typing (RETURN). The computer will respond with "Position data tape, press PLAY, press (RETURN)". After you have inserted and positioned your data tape, press (RETURN). The game data will load and the game will begin. Remember to press the STOP key. Loading from disk: In response to the question "press (RETURN) for cassette, or 1-8 character filename for disk" enter the exact name you used to save the game with. The computer will add the **.EMP** extension to the name you have given it, and attempt to load. If an error occurs, the error number will be displayed, and you will be asked to enter the filename again. If you can't remember the name of the game data, type the (BREAK) key, type **DOS** (RETURN) then **A** (RETURN) (RETURN) to view the disk directory. Look for files that end with **.EMP**. If you can't find any, then you probably made an error in saving the game to disk (such as placing spaces or other invalid characters in your filename).